Embedded Operating System for $Raspberry \pi$ with Yocto

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table of contents

1	introduction	3
2		5
	2.1 application	5
	2.2 layers	6
3	build	8
	3.1 configuration	8
	3.2 image	8
4	connection	9
5	outlook	10

1 introduction

This article[7] reports the progress in the configuration and build of a Linux-based operating system for $Raspberry \pi[9]$ with Yocto[2]. Please refer [8] for technical details.

The central processing unit (CPU) is ARM Cortex-A72. It is a high performance CPU with low power consumption. With dimensions of $9 \times 7 \times 2 \,\mathrm{cm}$, the machine has $4 \,\mathrm{GB}$ of RAM. As there are no fixed storage devices, images are installed on SD cards.

Embedded devices [11] are compact systems with specific purpose. Embedded operating systems provide a limited number of services defined by this purpose and device hardware (HW). There are important reasons why Linux is a preferred operating system (OS) kernel for embedded devices. Since such devices usually have limited HW resources, they rely on optimized software (SW) implementations. Smaller and faster than their original, such programs have limited, but usually sufficient functionality. For example, BusyBox combines tiny versions of many common unix utilities into a single executable[1]. Another example is Dropbear SSH - an optimized secure shell (SSH) server implementation[6]. Dropbear is significantly smaller in size compared to OpenSSH. Unlike GNU is not UNIX (GNU)/Linux desktop distributions[10], embedded Linux has neither a graphical user interface (GUI) for system configuration nor a centralized service manager like systemd.

Yocto Project[2] provides a popular framework for configuration and build of Linux-based operating systems. First of all, Yocto supports HW via a SW layer called board support package (BSP). In addition, there are custom distribution configuration and a tool called Bitbake to create SW packages and to build OS images. These images are configurable and operational. There is a bootloader, a

kernel release and the user-space part of the OS, including custom user applications. This approach is indispensable when it comes to embedded devices. *Yocto* images are collections of SW packages. Packages are created via SW recipes. Although a recipe may have all sorts of instructions, a typical one contains the source code location and the SW build configuration. These are architecture independent. However, binaries are cross-compiled in case of different target machine processor architecture. This applies to the entire OS.

2 metadata

As they differ, it could be extremely useful to isolate the SW development from the OS build. This way developers may work and test a SW application on their own. As far as I could fetch the source code, in example, from a *git* repository, in theory, it should not be too complicated to build an OS able to run this application. What is more, I can build it for a computing device of my choice. I just need the corresponding BSP and a *bitbake* recipe to fetch the source code, configure, cross-compile, install binaries and create a package.

A complete list of *github* SW repositories used in this project includes *Yocto*, the BSP, a SW layer with custom recipes, the configuration and the source code of the application and the dependencies. Note that for a relatively simple application I must fetch six SW repositories. Follow links for details.

- Yocto reference distribution yoctoproject.org/poky.git
- BSP layer for $Raspberry \pi$ boards agherzan/meta-raspberrypi.git
- Yocto configuration TripleHelixConsulting/rpiconf.git
- SW layer kaloyanski/meta-thc.git
- $\bullet \ immediate \ mode \ GUI \ kaloyanski/imgui_aarch64_glfw_openGL2_expersion \ and \ arch64_glfw_openGL2_expersion \ arch64$
- graphics library framework glfw/glfw.git

2.1 application

Dear ImGui[3] is a bloat-free GUI library for C++. It outputs optimized vertex buffers that you can render anytime in your 3D-pipeline-enabled application. It is fast, portable, renderer agnostic,

and self-contained (no external dependencies). Dear ImGui is designed to enable fast iterations and to empower programmers to create content creation tools and visualization/debug tools (as opposed to UI for the average end-user). It favors simplicity and productivity toward this goal and lacks certain features commonly found in more high-level libraries. Dear ImGui is particularly suited to integration in game engines (for tooling), real-time 3D applications, full-screen applications, embedded applications, or any applications on console platforms where operating system features are non-standard.

Dear ImGui depends on GLFW[4], an open-source, multi-platform library for OpenGL, OpenGL ES and Vulkan development on the desktop. It provides a simple API for creating windows, contexts and surfaces, receiving input and events. GLFW is written in C and supports Windows, macOS, X11 and Wayland.

 $Dear\ ImGui$ is licensed under the MIT License. GLFW is licensed under the zlib/libpng license.

2.2 layers

Here is a list of Yocto metadata layers. The project reference distribution is poky.

- meta user-space
- meta pokyYocto reference distribution
- meta raspberrypi
 This[5] is the general HW specific BSP overlay for the RaspberryPi device. The core BSP part of meta raspberrypi works with different OpenEmbedded/Yocto distributions and layer stacks.

In short, the recipes to build the kernel and kernel modules are in this layer. For details see the package linux-raspberrypi. In addition, here is the HW specific firmware. The build configuration corresponds the specific HW, in this case Raspberry π .

• meta - thc

I have introduced a new Yocto SW layer to control the build of Dear ImGui and GLFW. As long as the source codes have a standard build configuration, the bitbake recipes are straightforward. Both instructions inherit cmake bitbake class.

3 build

3.1 configuration

Yocto provides a list of image types. I have chosen core - image - x11[2] - a very basic X11 image with a terminal. In the main build configuration, apart from $Dear\ ImGui$ and GLFW, I have added the following packages;

- os release
 OS identification
- Dropbear
 Compact SSH server[6]
- thcp
 OS post-configuration scripts

3.2 image

The used space on the /root partition of the OS is 220 MB. The free space is configurable. The kernel ARM, 64 bit boot executable image of 23 MB is a $Raspberry \pi$ configuration of Linux 5.15. This kernel release has a $long - term \ support$ (LTS). The total size of kernel modules is 21 MB.

Yocto provides multiple SW package and OS image formats. Further, different ways exist to install images. Finally, formats do not matter, as long as the result is a complete OS on an SD card. I recommend the classic command-line tool dd to copy data. It works fine with different image formats like rpi-sdimg, hddimg and wic.

4 connection

Connected embedded systems can communicate to one another and to cloud-based *platform-as-a-service* (PaaS) solutions. In addition, a remote control may be required. An SSH server is a standard solution for both problems.

Wireless connection is established via classic command-line tools like ip, iw, udhcpc, and $wpa_supplicant$. Custom shell scripts are installed in /usr/bin, as well as a running GUI example to demonstrate the usage of the $Dear\ ImGui$ library. Once an $internet\ protocol\ (IP)$ address is assigned, the SSH server by Dropbear allows for a secured remote login, remote control and file transfer.

5 outlook

This reports the progress in the development of a custom Linux-based OS for $Raspberry \pi[9]$. The kernel version of this embedded OS is Linux release 5.15. An example GUI application using the Dear ImGui library is built as a part of the OS. In addition, an SSH server provides remote connection, data transfer and device control. As the OS is now functional, performance and real-time tests are ongoing.

acronyms

BSP board support package

CPU central processing unit

 $\mathbf{GNU} \qquad \qquad GNU \ is \ not \ UNIX$

 ${f GUI} \hspace{1cm} graphical \hspace{1mm} user \hspace{1mm} interface$

HW hardware

IP internet protocol

LTS $long - term \ support$

OS operating system

PaaS platform-as-a-service

SSH secure shell

 ${f SW}$ software

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